

# CONQUERING ARMIES

16K Ext. Basic Color Computer.

Conquering Armies is a game of medieval warfare, played on the map of the country of Glasco. Glasco is divided into 7 states, each ruled by a castle. You begin the game with control of one state and the castle in it plus a small army. You must build your army, take control of all 7 states, and hold the country from invading armies of enemy countries.

## The Story:

You are the Crown Prince and heir to the throne of Glasco. Your country was invaded and 6 of its 7 states are under the control of enemy forces. The King, your father, was slain in the attack. You and a small army have retreated to your kingdom's last stronghold, the Abby at Avon. You have the aid of allied countries to reinforce your armies. Now you must take your country back from the invaders.

## The Game:

To begin enter PCLEAR 2 then CLOAD"ARMIES" (LOAD"ARMIES" for disk), then RUN the game. You will be presented with the cover page, then asked for level. 1 is easy, 50 is hard. You may enter a level over 50 but then the game is almost impossible to win.

After entering the level, you will be shown the map.  
BLUE-is water, armies can not enter these areas.  
RED LINES-boundries of states and countries  
SMALL RED CASTLES-the castles that rule the states they're in.  
LARGE RED CASTLES-capital cities of countries.(Note: the large castle in the center is the capital City of Glasco and rules the state it's in.)  
The 7 CENTER AREAS-the 7 states that make up Glasco.  
The 4 BORDER AREAS-the 4 countries that boarder Glasco.  
YELLOW STATES-controlled by you. You may move freely through them and quarter armies in their castles.  
YELLOW COUNTRIES-your allies. You will have 1 to 3 depending on luck and level.  
GREEN STATES-controlled by the enemy. These you attempt to take control of by attacking their castles.  
GREEN COUNTRIES-the invading countries. From their capital cities they will send armies to attack your castles. You can not attack them directly.

After you have checked the map for your states and allies, take an inventory of your holdings by pressing "I". You will see a list of the castles you control. At the start of the game you have just 1...(A)the Abby at Avon...press "A" to inventory it, or "N" to return to the map.

If you inventory a hold you will see the name of the hold and a list of how many troops you have there. There are 4 different types of troops:

KNIGHTS-heavily armored, best fighters, hardest to kill.  
LIGHT CAVALRY-second best fighters, easier to kill than knights.  
MEN-AT-ARMS-armored foot-troops, not as good as light cavalry.  
ANCHORS-lightly armored, tend to drop like flies in battle.

After you see which troops are available in your hold, you are asked if you wish to make an army. An army maybe from just 1 man to as many troops as you have at that hold. Press "Y" to create an army, "N" to return to the map. If you press "Y" you will be asked how many of each troop you wish to put in that army. These units will be taken from the hold and placed in an army that will appear at the lower right of the castle as a blue dot. Push "C" and the dot will start to blink. It may now be moved around the map with the right joystick. You may have up to 5 separate armies to move one at a time.

Commands used in this program:

I-Inventories your holds to check troops and create armies.  
C-Starts armies moving and Changes active army when you have more than one.(You may have up to 5)  
Y & N-All questions should be answered "Y"-yes or "N"-no.  
A-Will tell you how many of each type troop you have in the active army.

Right Joystick-Moves the active army.

The armies of the enemy appear as blinking green dots and can not be seen in enemy controlled areas, however you may "hear rumors" of their movement as they cross borders. Enemy armies will always take the shortest distance between the capital city they come from and their target castle. Once they reach their target, the computer will control the battle, and only the troops inside the castle will be available to defend it. If the enemy defeats your troops the castle and the state become enemy-controlled. If the enemy controls all 7 states, you lose.

You may attack enemy castles by moving your army into an enemy castle. (Note: you may not attack any enemy country, just the castles in the 7 states.) Once your army is in the castle area you will be asked if you wish to siege it. "N" will return you to the map and your army may move away. "Y" will begin the siege. You will see how many troops the enemy has, and how many troops you have. You will be asked if you wish to retreat. "Y" will return you to the map. "N" will begin the battle. Press any key for the results of the first round. You will then see the results of the first round and asked again if you wish to retreat. You may retreat after any round, or fight to the end. If you defeat all the enemy troops, you gain control of the castle and its state. Your army occupies the castle, and you receive reinforcements from the liberated citizens. When the map appears again you will see that the area is now yellow. You may now inventory and create armies from that castle hold.

You may also attack enemy armies as they move, but the enemy armies move at the same rate as your armies, so you must move into them. You can not catch them if they get past you. When your army meets an enemy army you will be able to battle it there. The battle is run similar to the siege battle described above.

Note: You have the advantage when defending a castle, a disadvantage when sieging a castle, and an equal advantage when battling army to army.

Whenever your active army is in enemy (green) territory, you may be ambushed by enemy patrols. These are hit and run ambushes that kill your troops and give you no chance to retaliate. Ambushes become more devastating as the game progresses, so it is advisable to take the shortest distance between goals when crossing enemy territory.

You may receive reinforcements by taking an active army into the capital city of an ally (yellow) country. These troops are then added to your army and may be used as needed. You may go back for troops as often as you like, or leave an army in a capital city to build, activating it from time to time to add troops.

If you move an active army into one of your castles you will be asked if you wish that army to join that castle guard. Press "N" and your army can move on. Press "Y" and that army will be added to the troops already at your castle.

To win you must take back all 7 states. At this point the enemy will send 1 to 3 more armies against your holds. If you defeat these attacks you *may* win. If the enemy wins back a state the game continues and the enemy will begin sending much larger armies than before. To win you must again take back and hold all 7 states.

#### Notes on Play:

Enemy armies become stronger and ambushes become more devastating as the game progresses, so don't wait too long to make your moves.

Action continues only when the map is showing. If you are called away, or just want to sit back and think, press "A" or "I" to put things on hold.

Allies will give reinforcements about every 20 blinks. You may leave an army in an ally's capital to grow and receive reinforcements. Only active armies, however, will receive reinforcements.

After receiving reinforcements, creating an army, or any other contact between army and castle, there is a short time when an army cannot join a castle. This allows the active army to move away.

At times, troops will just show up at your castles as reinforcements, therefore you may find more troops at any castle than you left there. (This is also true of the enemy.)

The names of the states are for reference only, and you will know them in time, but for the first few games you may want to refer to the following diagram for names and their relative positions on the map:

- |                      |                                |                      |
|----------------------|--------------------------------|----------------------|
| (B) The Bastillon    | (C) Castle Celon               | (D) Devonshire Tower |
| (A) The Abby at Avon | (E) Evermore Castle            | (F) Forest Hold      |
|                      | (G) The Capital City of Glasco |                      |

## HOW TO WIN

After securing all 7 states, you should attempt to meet further attacks 'on the field of valour'. Just as in medieval times, defending your holds from within is not a sign of bravery.

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